

In the Claims

1. (Amended) A system for sending and receiving ~~obtaining~~ information comprising a server, one or more senders ~~a sender~~ and a plurality of receivers ~~receiver~~ and a communication means for said server to communicate with said sender and ~~receiver~~ said receivers wherein the protocol used for said receivers and said server communications consists essentially of http, https, httpdav or any other variant of the http protocol, and wherein each said receiver initiates a request message which is transmitted to said server, and wherein in the event said server is unable to does not immediately reply to said request with information for said receiver, said server retains said request in a pending state until a time when said server receives information from said sender and wherein said server is able to respond responds to said request with information for one or more of said receivers ~~receiver~~ and wherein at such time, said server allows for the completion of one or more said receiver requests with said information.

2. Cancelled

3. (Amended) The system according 1 2 wherein said receiver includes a browser.

4. Cancelled

5. Cancelled

6. (Amended) The system according to claim 4 3 wherein said computer requires the use of Javascript.

7. (Amended) The system in claim 1 2 wherein said receiver includes a web browser and said server includes a web server.

8. (Amended) The system according to claim 1 2 wherein said server includes a web application server.

9. (Cancelled).

10. (Amended) The system according to claim 1 2 wherein, in the event said server has multiple information items available for delivery to said receiver, the said server may combine said multiple information items in a single response to said receiver.

11. (Amended) The system according to claim 1 2 wherein in the event said sender has multiple information items available to send, said sender may combine multiple information items in a single interaction with said server.

12. (Amended) The system according to claim 1 2 further comprising, an event notification system to provide one-to-one, one-to-many and many-to-many communications wherein each communication channel is uniquely identified by a unique identifier.

13. (Original) The system according to claim 12 wherein said unique identifier is a string or number.

14. (Amended) The system in claim 13 further comprising ~~wherein the~~ an event mediator ~~has~~ having an application programming interface.

15.(Original) The system according to claim 14 wherein the application program interface is a Java Messaging Service Interface or a subset thereof.

16. (Amended) The system according to claim 1 2 wherein the information being sent and received is ~~used for~~ a question and answer.

17. (Amended) The system according to claim 1 2 wherein the information being sent and received is ~~used for~~ real-time polling.

18. (Amended) The system according to claim 1 2 wherein the information being sent and received is for ~~used for~~ page flipping.

19. (Amended) The system according to claim 1 2 wherein the information being sent and received is used for a group membership.

20. (Amended) The system according to claim 1 2 wherein the information being sent and received is an used for alert notification.

21. (Amended) The system according to claim 1 2 wherein the information being sent and received is used for follow-me browsing.

22. (Amended) The system according to claim 1 2 wherein the information being sent and received is used for instant messaging.

23. (Amended) The system according to claim 1 2 wherein the information being sent and received is used for chat.

24. (Amended) The system according to claim 1 2 wherein the information being sent and received is used for discussion groups.

25.(Amended) The system according to claim 1 2 wherein the information being sent and received is used for real-time email delivery and notification.

26. (Amended) The system according to claim 1 2 wherein the information being sent and received is used for text based speech.

27. (Original) A system by which communicating entities using a communication protocol may send and receive messages in real-time, said system comprising a http, https, httpdav or any variant of the http communication protocol stack executing on a web server, an event mediator, and one or more communicating entities wherein said event mediator coordinates a receiver request and a response message and wherein any entity that desires to receive real-time messages is associated with an event identifier managed by said event mediator such that an entity submitting a submit-identified-event message to said web server has its request forwarded to said event mediator, said event mediator receiving said message from the web server and matching it with one or more receiver outstanding requests for the same identified event, said event mediator generating a response to said request and sending said response back to said receiver for responding to previously submitted request-for-identified-event messages sent to said web server that had said request forwarded to said event mediator.

28. (Amended) A method of sending and receiving messages in real time comprising a) a receiver submitting a request-for-identified-event message to a server; b) said server forwarding said request-for-identified-event message to an event mediator; c) a sender submitting a submit-identified-event message to said server; d) said event mediator receiving said submit-identified-event message from said server and matching it with one or more receiver outstanding requests

for said same identified event; e) said event mediator sending a response back to said server for one or more previously submitted request-for-identified-event request, said server sending the corresponding response to on or more said receivers.

29. (Original) The method according to claim 28 wherein said sender submits said submit-identified-event message to said server and said receiver submits a request-for-identified-event message to said server at any time with respect to each other.

30. (Original) The method according to claim 28 wherein said receiver may send a request-for-identified-event message to said server immediately after receiving said response to a previously submitted request-for-identified-event message.

31. (Original) The system in claim 27 wherein said system is used as a messaging service to a third party service provider, wherein said system is provided by a messaging service provider, where one or more third party service provider users may utilize said system provided by said messaging service provider for providing to said users real-time messaging applications, wherein said third party service provider provides consideration to said messaging service provider for said users use of said messaging service.

32. (Amended) The system according to claim 1 ~~2~~ wherein all or part of any communication is encrypted.

33. (Amended) The system according to claim 1 2 wherein all or part of any communication is ~~server-side~~ authenticated.

34. (Original) The system according to claim 32 wherein SSL is used as said underlying communication protocol.

35. (Original) The system according to claim 33 wherein SSL is used as said underlying communication protocol.

36. (Original) The system according to claim 32 wherein TLS is used as said underlying communication protocol.

37. (Original) The system according to claim 33 wherein TLS is used as said underlying communication protocol.

38. (Original) The system according to claim 1 wherein all or part of any communications may be secured via a Virtual Private Network.

39. (New) The system according to claim 1 wherein a firewall is interposed between any component of the system including said sender(s), said receiver(s), and said server(s).

40. (New) The system according to claim 1 wherein security filtering capabilities are interposed between any component of the system including said sender(s), said receiver(s), and said server(s).

41. (New) The system according to claim 3 wherein there are real time messaging capabilities with a zero foot print at the receiver.

42. (New) The system according to claim 3 wherein there are no binary or executable objects above and beyond what is provided by a browser container at said receiver.

43. (New) The system according to claim 42 wherein no additional applications are required to be installed on said receiver.

44. (New) The system according to claim 43 wherein there are no Active X controls, Java applets or browser plugins.

45. (New) A system for sending and receiving information comprising a web server, one or more senders and a plurality of receivers each of said receivers including a web browser, a communication means for said server to communicate with said sender and said receivers wherein the protocol used for said receivers and said server communications consists essentially of http, https, httpdav or any other variant of the http protocol, an event mediator having an application programming interface, and an event notification system to provide one-to-one, one-to-many and many-to-many communications wherein each communication channel is uniquely identified by a unique identifier and wherein each said receiver initiates a request which is transmitted to said server, and wherein in the event said server does not immediately reply to said request with information for said receiver, said server retains said request in a pending state

until a time when said server receives information from said sender and wherein said server responds to said request with information for one or more of said receivers and wherein at such time, said server allows for the completion of one or more said receiver requests with said information.